

SUPER all-STARS

LOADING on COMMODORE AMIGA-

For A500/A500 plus and A600 users switch ON computer and insert disc immediately.
For A1000 users LOAD kistart 1.2/1.3 as normal then insert disk on workbench prompt.

LOADING on ATARI ST -

Switch on machine and insert disc immediately. (The game will load automatically)

LOADING COMMODORE 64 DISK -

Insert disk into drive.

Type: LOAD "8,1 Then press RETURN

IMPORTANT - Look after your disc carefully

KEEP it in your original box and in a cool dry place (not in direct sunlight or rain).

NEVER switch the computer ON or OFF with the disc in the drive.

KEEP your disc write-protected and SWITCH OFF your computer for 30 seconds before loading a new game. (To avoid a Virus from other discs)

DON'T put the disc near any magnetic field (eg. on top of TV, near Stereo speakers.)

ROBIN HOOD Legend Quest

Save Marion from the clutches of the evil Sheriff. Battle through the catacombs of Nottingham castle. Conquer the trolls, dwarves, vampire bats and fire breathing gargoyles. Find your quest, discover the legend! In the ancient heart of olde England, the Sheriff of Nottingham ruled his people with a fist of iron. While the good King Richard crusaded, the Sheriff extorted higher and higher taxes from the poor folk of the land. Those who dared complain were thrown in the castle dungeons to rot.

Only one man could save them. A legend amongst men known only as Robin Hood. Once a noble man with land, servants and livestock, Robin became an outlaw and vowed to defend the helpless, protect the needy and right evil.

But Robin's first quest was not for the people, it was to rescue his beloved Marion!

Keys and Treasure

The route through the castle is long and hazardous. Robin must find the keys to open doors and activate lifts. Collect the treasure you find on the way.

Hearts and lives

The game starts with three lives. Each life has three chances. These are indicated as the heart shapes on the screen. Extra hearts can be found around the castle collect six and you will have a new life. Each time you are hit by something, you will have a short time of invulnerability so you can get out of the way.

Secret Passages

Like all castles, Nottingham is littered with secret passages. If you can find the trigger points they will be revealed. So get searching!

Water and Lava

Robin can wade through water, but he will be hurt by the boiling lava. Beware!

Trampolines

In the castle you will find trampettes which Robin can jump on. To get a really high jump bounce on the tramp! several times.



The Guard

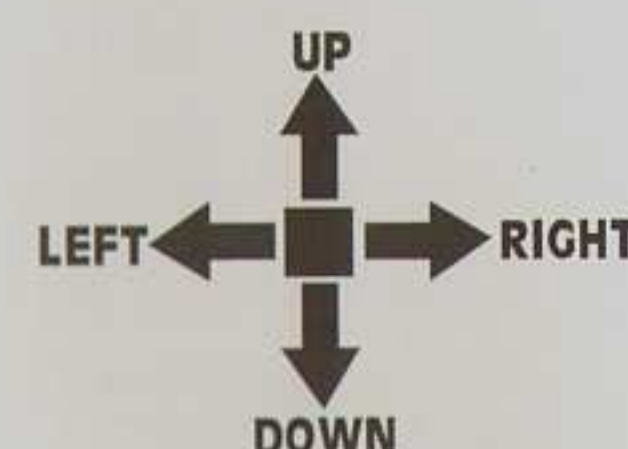
HINTS & TIPS

- Duck below some arrows to miss them
- Jump above some arrows.
- Learn the thugs firing routines, don't just rush into places.

CONTROLS

KEYS JOYSTICK ACTION

Z	Left	Left
X	Right	Right
K	Up or Jump	Up
M	Down	Down
Space	Fire	Fire
P	Pause	
Esc	to quit	
ST	only toggle SFX / Music with the S key	



MAGICLAND DIZZY

The evil wizard ZAKS is back! Like all evil wizards he has made certain arrangements against his premature demise ... He has exacted a terrible revenge on the Yolkfolk by transporting them to a strange Fairy Tale World and casting evil spells on them to imprison them there forever.

Dizzy must free the six Yolkfolk by breaking the spells and then destroy ZAKS once and for ALL before he can return home.

THE YOLKFOLK

- Dylan has been tangled up in a bush, rooted to the spot!
- Denzil has been frozen inside a block of ice - ZAKS's latest ornament for his ICE PALACE.
- Dozy is lying on an Altar in Sleepy Hollow - in a deep magical sleep from which he may never awake.
- Dora is in the haunted swamp turned into a frog.
- Daisy has been super enlarged and imprisoned in ZAKS's Oubliette which she is now too big to escape from!
- Grand Dizzy is trapped in a strange world on the other side of ZAKS's Magic Mirror.



Dizzy

CONTROLS

KEYS JOYSTICK ACTION

Z	LEFT	Move Left
X	RIGHT	Move Right
Space	UP	Jump
Return	FIRE	Select Inventory

Press Q to Quit and P to Pause.
Press K while in game to toggle between keys and joystick.
Use Z,X or joystick to select item in object menu to use or drop.



CAPTAIN DYNAMO

Evil pensioner Austen Von Flyswatter has stolen the largest set of diamonds ever. Ousted from retirement, Caped Crusader Captain Dynamo hurtles into action. Rescue the diamonds dodge the booby traps and save the world!!

The crinklies' revenge

The failed world dominator, mad scientist and general fruit cake, Austen Von Flyswatter, has decided to fund his retirement by stealing the world's largest collection of diamonds. Scattering them around a booby trap infested rocket ship, Flyswatter escapes to his hide-out on the moon. This is a job for



Captain Dynamo

CAPTAIN DYNAMO!!

But the world has not seen sight nor sound of him for the last twenty five years. Dynamo has retired to the Happyvale Home for Retired Super Heroes where he grows lettuce and other assorted salad crops.

Ousted from his bed by a phonecall from the collected world leaders: Pres Bush, John Major, Marge Thatcher and Dave Darling, Dynamo pledges his allegiance to the world as

he sets off to retrieve the stolen diamonds.

Go For It, **GRANDADIO!!**

Dynamo has been instructed to collect the worlds largest diamond collection from the booby-trapped lair of mad scientist Austen Von Flyswatter.

The diamonds are scattered across several levels and must be collected by running over them.

Work out the way through each level and try to avoid the lethal obstacles. Razor chains, Conveyor belts, Rope slides, Pinball bouncers, Water tanks, Rising platforms and other fiendish tricks could bar your way.

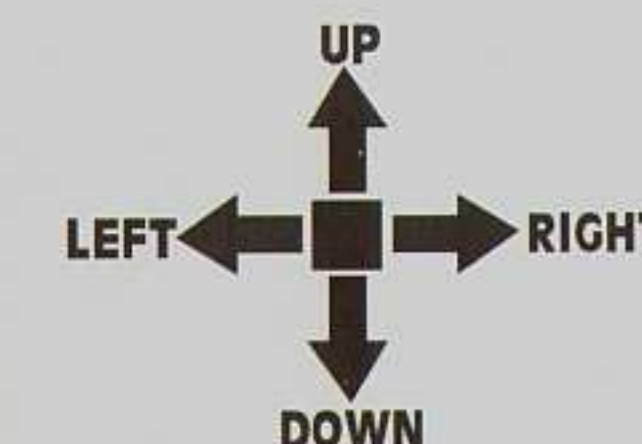
HINTS & TIPS

- Avoid the Spikes.
- Jump on top of the enemies to kill them.
- Look for secret levels and bonuses.
- Avoid acid pools.
- Hold fire when jumping on trampolines to gain height.
- Look before you leap.
- Magnetic floors slow you down.

CONTROLS

KEYS JOYSTICK ACTION

Move Left	Left	O
Move Right	Right	P
Duck	Down	A
Jump	Fire	Q
Power Jump	Fire and Up	Q AND SPACE
H pause		
K	toggles between keys and joystick.	
ESC	to quit game.	





Somewhere in the deepest darkest Sreaches of the African Jungle, CJ the elephant is playing. Suddenly there is an explosion, CJ turns around and sees a plume of smoke rising from his family home. He races back as fast as he can but finds his mother, brothers and sisters goneKIDNAPPED and taken to America.

Barely holding back his tears he vows to rescue his family and bring the evil hunter to justice!

The Object of the game

CJ's family have been kidnapped and taken to the USA. His brothers and sisters have all managed to escape, but they are all trapped in various states. CJ must find each member of his family then travel to the next state. His mother is being held by the Hunter, so CJ must first remove him before she can be free.

CJ must reach the end of each level where a large foe will challenge him. He can jump using his UMBRELLA to break his fall. He can fire PEANUTS through his trunk or throw BOMBS. By eating the HAMBURGERS and HOT DOGS he can replenish his energy. INVINCIBILITY PILLS will make him immune for a while.

Level 1 New York Harbour to Central Station. Avoid Pit Bull Terriers, Rats, Renegade Cops and Alligators. Stay clear of the STREET GANGS.

Level 2 Chicago to Black Hills of Dakota. The Wild West including Rats, Rattlesnakes, Cowboys and Red Indians. Watch out for the BIG FOOT!

Level 3 San Francisco to Los Angeles. Keep a West Coast eye out for American footballers and Ku Klux Klan. A huge basketball player guards the end of this level.

Level 4 Cape Canaveral to Disneyworld. CJ's mother is hostage here, watch out for the hunter!

CONTROLS

JOYSTICK ACTION

Up	Jump
Down	Drop Bomb
Left	Move left
Right	Move right
Fire	Fire peanut

press 1 or 2 on title screen to change number of players
ESC to quit
P to pause and unpause



Steg



Steg's a slug. A slippery slimey sloppy slug and a one parent family to boot. The boring fact of life is that the nippers always need feeding. Nosh Nosh Nosh!

Grubs are the main food stuff of Steg's T'yungunz. They snack on them by the tonne. Poor ole Steg, without arms and legs he's just a bit hopeless at catching the darn things.

But this is where his Acme Bionic Bitz 'n' Pieces Catalogue comes in....

Acme Bionic Steg Legs, Nitrous Oxide Speed Up Pills, the Super Genie Rocket Pack (patent pending) and a rather nifty Scuba Diving set. Just the sort of kit your average slug needs to keep the family going!

Now Steg can blast up shafts with his Rocket Pack, Tip Toe across glass with his Acme Steg Legs, take a dip with his Scuba Diving kit and whiz around the level with his Nitrous Oxide Speed Up Pills.

All this from one catalogue - I never knew there was so much in them.

Steg's has to look after his family of T'yungunz. To do this he must feed them.

You control Steg by making him slither around the walls. He can go up down and around. He can even stick upside down to a wall.

Steg can also blow bubbles. It is by doing this that he captures the grubs which he needs to feed his family. To catch a grub, Steg must blow a bubble such that it envelopes a grub. The bubble then drifts up and this is when the problems occur.

The bubbles are very fragile and must be guided by nudging slightly or giving them a quick blow. Be careful as the bubbles will burst on contact with any sharp object. Avoid spikes, glass and fire.

Littered around the caves are bellows and blowing devices. When activated these will push the bubbles away from them. Work out the activation and deactivation switches and use them to help you.

Steg will find parts from the Acme Bionic Bitz Catalogue knocking around the level. Pick these up to use their super abilities.

HINTS & TIPS

- Keep an eye on the status of T'yungunz.
- Be careful not to incinerate the grubs with the rocket pack.
- Remember you can slither up and down walls.
- Slither around pipes.

CONTROLS

KEYS JOYSTICK ACTION

Press Space and release	Fire	Blow bubble about
Press and Hold Space	Press and hold	Create Bubble
Drop Bionic Bitz Press Return		
Slither Mode (with No Bionic Bitz)		
Q	Up	Slither Up
A	Down	Slither Down
O	Left	Slither Left
P	Right	Slither Right
Flying Mode (With Genie Rocket Pack)		
Q	Up	Fly Up
A	Down	Fly Down
O	Left	Fly Left
P	Right	Fly Right
Steg Leg Mode (with Bionic Legs)		
O	Left	Walk Left
P	Right	Walk Right
Q	Up	Jump
A	Down	Duck

Press (0) to kill any T'yungunz that are not asleep

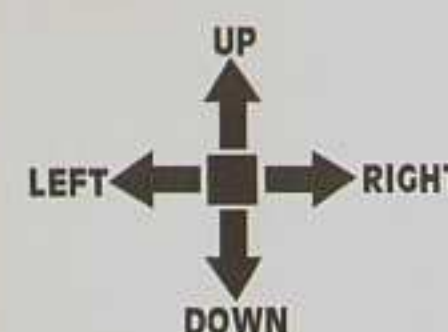
M to toggle between music and effects

H to pause

Enter or Return to lose addon

Escape quits to title page

Little Enter to kill any T'yungunz that are not asleep



HELPLINES

NEW RELEASE INFO LINE 0891 555 000
(Tells you what is being released this month)

If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first!

ATARI ST AND AMIGA

DIZZY	0891 555 093
MAGICLAND DIZZY	0891 555 001
TREASURE ISLAND DIZZY	0891 555 092
DIZZY PRINCE OF THE YOLK-FOLK	0891 555 002
FANTASY WORLD DIZZY	0891 555 078
SPELLBOUND DIZZY	0891 555 003
LITTLE PUFF	0891 555 095
ROCKSTAR	0891 555 090
SEYMOUR IN HOLLYWOOD	0891 555 010
SPIKE IN TRANSYLVANIA	0891 555 051

SPECTRUM, AMSTRAD, C64

DIZZY	0891 555 093
MAGICLAND DIZZY	0891 555 096
TREASURE ISLAND DIZZY	0891 555 091
DIZZY PRINCE OF THE YOLK-FOLK	0891 555 002
FANTASY WORLD DIZZY	0891 555 078
SPELLBOUND DIZZY	0891 555 003
LITTLE PUFF	0891 555 094
ROCKSTAR	0891 555 090
SLIGHTLY MAGIC	0891 555 050
SEYMOUR IN HOLLYWOOD	0891 555 010
SPIKE IN TRANSYLVANIA	0891 555 051

Call costs 36p per minute during off-peak time and 48p per minute at all other times. (GREAT BRITAIN ONLY)

There's a cast of thousands involved in producing these great Codemasters's games here's an attempt at naming a few..

Programming Artwork and other generally techie things...

Derek Leigh Gilchrist and Leigh Christian. The Big Red Boys, Pete Ranson, Fred Williams and Jon Cartwright. Matt Symmonds, Terry Mancey, Brian Hartley, Lyndon Sharp, Ashley Hogg, Jonathon Smyth and Dave Clarke. Damon Redmond, Mark Bell and the Dizzy boys Philip and Andrew Oliver. Oh and of course Allister Brimble.

Production was handled admirably by Stewart Regan and Pat Stanley

Game testing was done by David Ward and Steve Wyatt.

Artwork and box design were managed by Shân Savage.

The box was sorted by the Mac Lass Victoria Healey, PR and all showing off were generally sorted by Rich Eddy.

Sales are sussed by Ann Pinkham and Julie Thompson.

And then of course there was me Paul Ranson... I just stood around and watched!



CODEMASTERS

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